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## The Backrooms

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in: Entities, Groups

# Travelers of Stars



VIEW SOURCE



Detecting Termini and its anomalies, looks like some of the derelicts ending up destroyed.

Strange. Where is it?

It's Chimera.

Very well, alert everyone and begin the expedition.

M.E.G. Entity File:

A: Could I ask you some questions, Doc?

A: Could I ask you some questions, Doc?

Of course.

We just happen to detect this reality, so we start to explore and investigate.

# Travelers

## Description

Travelers are an ancient yet highly advanced race of humanoid entities, whose origins are unknown. They are thought to be a highly advanced transdimensional civilization and happened to encounter the Backrooms.

They appeared to be cybernetic in design, indicating that they are a technologically advanced race, as their armor is sleek and made entirely of gold and marble. However, the entities' distinguishing features are their golden and ornate spinal column-like objects situated on the dorsal side of their bodies, which are thought to be the source of their reality-warping properties.

Traveler's group symbol. One of their symbols.

They are essentially "alien" wanderers rather than entities as they appear to be unfamiliar with the Backrooms and are seen doing research on anything anomalous whenever they come across it. They have starting levels, but it was elsewhere and it serves as their base of operations.

They are also known to be enemies of the notorious **Marauders**, who oppose their destructive and violent incursions.

A: Is it true that you guys just got here?

A: Is it true that you guys just got here?

## Overview

They appear unfamiliar and curious about the Backrooms, and they are frequently seen studying whatever they come across, implying

that they are a group of researchers and explorers. They are, of course, dangerous due to their deadly combat prowess as well as their dangerous reality-warping abilities, but they are relatively harmless. They are viewed as a group rather than a collection of

A photo taken where an Architect variant has been seen escorting a group of wanderers, the wanderers in question are likely asked this entity to guard them in a dangerous undisclosed level.

entities as are well-organized and they have a cohesive command structure, albeit somewhat decentralized as they frequently travel alone, and since their suits are in the form of uniforms that are differentiated from one another and work as a cohesive unit (see Variants for more details).

They have been known to temporarily settle in most wanderer colonies and outposts, whether to explore or resupply themselves, nonetheless, many wanderers welcome them to stay. They are also known as a "mercenary" group (this term is used loosely) and a peacekeeping group as they are willing to work with them, but these are rumors that many wanderers talk about whether it is for something in return, most likely for objects, rather some may suggest they did it out of goodness, making them highly beneficial when it comes to clearing entity-infested levels or guiding them through dangerous levels to safety.

It is believed that they can terraform the levels in their uncharted clusters, effectively transforming them into habitable levels such as those mentioning their base.<sup>[1]</sup>

## Members

With the same Travelers that the wanderers had familiarized themselves with them for a while, their numbers were relatively few, but it is believed to be more as they have their base whether most of them were currently stationed in their or others were exploring elsewhere.

## Objectives

With the various citations and recordings, it is safe to infer that their goals are benign and simple: explore and research within the Backrooms and their abandoned Gates, while assisting many wanderers on their journey, especially those who are unfortunate.

Because the Marauders are their enemies, they will counter and prevent their invasion attempts, which may be their true goal.

A: Termini... derelicts? Are you talking about the Gate? Are you saying there's more than one Gate, Doc?

A: Termini... derelicts? Are you talking about the Gate? Are you saying there's more than one Gate, Doc?

Consider it research facilities or observation posts; they most likely avoided this place.

## Bases & Outposts

### "Haven Point"

It is the starting point of their level and serves as their base, which is thought to be another Gate they built and reside in a level rather than the **Void**, however, due to our different levels with theirs and the scarcity of these entities roaming around, it is difficult to traverse and determine where they stationed themselves, believing that their base is either far from our levels or a more obscure way to no-clip to theirs.

### Outposts

It is unknown if they established an outpost here in our level clusters, but a few wanderers reported a few structures entirely made of marble and gold found on some levels, some of which can be seen as Travelers stationed there along with **Void Cells** and **Constructs**, but wanderers are safe to enter their outposts as the Travelers may provide them with everything the wanderers need.

A: Some of your acquaintances claim you have a starting level that also serves as your base, which is another Gate - the Terminus you built, correct?

A: Some of your acquaintances claim you have a starting level that also serves as your base, which is another Gate - the Terminus you built, correct?

A: I suppose we'll have to figure out whether they're wanderers or not.

## Biology

They are humanoids, approximately 6'7" (200.66 cm) tall, but some are taller depending on their variants, and all males, some speculate that they appear as mechanical-like entities, as experts surmise, due to the mechanical and cybernetic designs on their bodies, others claim their bodies are made of gemstones, with space and starlight emanating from within their bodies in the same way.

As ancient beings, they are certain to be immortal and thought to be older than the existence of Backrooms, as few of them were veterans of some ancient war, but some of their members were new and recent, essentially recruits yet it is unclear how they maintain their numbers.

Their reflexes and agility in combat are sharp and accurate enough to deflect a barrage of assaults, no matter how overwhelming. They are nimble regardless of what they are wearing or holding, displaying their superhuman levels of attributes, so much so that they are able to move on impossible surfaces such as gripping on ceilings and walls and even "gliding" in a short distance, while they are also acrobatic as their movement is coordinated and precisely able to jump to where they land and balance themselves such as standing on cords or running to the walls regardless of how cumbersome they have.

They also appear to be immune to all anomalous effects and to have superhuman abilities while theoretically being supported by their suits to enhance their performance, allowing them to survive harsh and inhospitable environments.

## Reality-Warping Properties

Travelers can perform several reality-warping properties at a wide range, though it is unknown what lengths these entities can reach depending on the individuals and specific variants of these entities as some reported it reaches to level-wide range as well as few of them can reach from any nearby levels as well, doing so can result from a compromise within these levels that they are currently in as a form earthquake or the very reality itself breaking apart, which they may be experiencing.

Every Traveler possesses the ability to alter reality, either offensively or defensively, and can use it to convert any dangerous levels into habitable-class levels, as previously stated. Their similarities end when they are as variants indicative of their suits, as each of these variants' properties is specialized and very niche in their use, but they should never be underestimated as they are dangerous in their own right. (For more information, see Variants.)

A: Doc, silly question: what are you made of?

A: Doc, silly question: what are you made of?

I'll say it again... This reality is unstable and fragile. Anyone can be brought down by a single mistake. And for that, we must limit our capacity while being careful not to crush them due to their fragility.

## Behaviors / Culture

Despite their opulent and grandiose appearance, which gives them these ethereal and divine-like impressions to many, they mean nothing to social status (or being gods in any case), and contrary to popular belief, they appreciate the simplest things and are appreciative and respectful of others' groups or cultures hence their modest disposition. Travelers are very intelligent and well-cultured, they are capable of speaking through unknown means<sup>[2]</sup> and they are curious, they will learn something new as they are eager to learn something abstract and anomalous which they can be seen learning anything about the Backrooms, as intelligent entities they are savvy with technologies whether of human or alien origin. Travelers are thought to be a technocratic society, but no prominent figures or representatives exist.

Contrary to popular belief, they do not frequently reside within the Hallowed Gate but rather wander alone. They travel with other Travelers in groups of about 2-3 people, but their time together is brief then they will part ways as a way to discover levels faster.

They have distinct independent characteristics such as habits and personalities, and they are often addressed by their callsigns<sup>[3]</sup>, but they are known to address their alias over their real names and sometimes many wanderers would give them names instead.

Despite their inexperience with the Backrooms, they are quite adept at traversing levels, even those that are difficult or impossible to cross due to non-Euclidean geometry or deadly levels, simply by opening a rift that leads to other levels.<sup>[4]</sup>

They are generally compassionate (though some may not show it) and uninterested in personal interests, making bargaining or persuasion difficult. They despise anything savage, barbaric, or warrior-like, which explains their cultured demeanor, but never underestimate them as each Traveler is just as lethal on their own. This does not imply that they will kill anyone who provokes them, instead, they will incapacitate or hold them, killing is their last resort, except in the case of hostile entities.

In combat, they have superhuman reflexes that allow them to perform multiple tasks at once, as well as the ability to maintain their composure during confrontations. They are also skilled with firearms and can operate human or foreign weapons with ease, which they will later study.

Why do your people refer to me as "Doc"?

Why do your people refer to me as "Doc"?

## Variants

There are several accounts of Travelers dressed in their distinctive suit of armor, but they differ significantly, indicating their variants as organized units. Like Marauders, they each have their own specializations in terms of reality-warping properties, appearances, equipment, and, finally, roles.

There are currently six variants that have been documented. It should be noted that, while each of these variants may differ from those previously recorded in this current database in terms of appearances, properties, and so on, they are fundamentally the same, and different encounters of these are to be expected.

They already have codenames for their variants to distinguish themselves.

Variant A

Variant B

Variant C


Variant D

Variant E

Variant F

### Wonderer

They are dressed in a simple white ornate suit with



several gold pieces and armored leggings and boots that provide them with great mobility. Their "heads" contain stars and galaxies that emit a bright glow whenever these entities use their properties, including glowing into space to some of their bodies when using more powerful ones.



A Wonderer holding a weapon in each of its hands. The "heads" of the entities, whether they are their true faces or a unique type of headwear.

Their spinal columns are simpler and more compact in design, and they glow brightly and leave a trail of light whenever these entities move or use their properties quickly.

### Equipment

Their preferred weapons which accommodate their quick hit-and-run tactics are light firearms such as sidearms, sub-machineguns, and shotguns and if they are one-handed they will also be equipped with any bladed or blunt weapons such as daggers and swords or sometimes equipped with two close-combat weapons in each hand.

If they want to remain hidden, they will use bows, throwing knives, or suppressed firearms to silently dispatch any threats before raising alarms.

### Properties

Their properties include movement and displacements caused by manifesting spatial rifts through which they can enter and exit in an instant.

They will manifest bright star-like objects from their hands, which they will later throw; upon contact, these objects will explode into a cloud of gas similar to a supernova. These objects have strong gravitational forces that attract any type of attack and even hostiles if close enough.

They can summon **Void Cells** to assist in an inert state, and once deployed, they will sink into the surface and then resurface into them. These Void Cells are diverse and are linked to these variants, which indicate their customized designs, whether for cosmetic or functional purposes.

Finally, they will surround themselves with a blinding light all over their bodies, this light not only absorbs any luminous sources but also any shadow or darkness cast upon it, these entities' bodies will later become starlight and they will then discharge into powerful waves of energy that disintegrates any hostiles into nothing aside from any friendlies, implying their properties are very accurate when discerning between friend and foe.

### Unconfirmed Variants

A few witnesses indicate that there are additional unidentified Traveler variants across the levels, they are described vaguely and are untrustworthy. More analysis and records with sufficient data are required.

A: Is being a Martyr the same as being a medic or a doctor?

A: Is being a Martyr the same as being a medic or a doctor?

## Connections and Relations

They are neutral to the majority of the wanderers and some groups, and some have gained their trust, as a result, they are cordial with them unless provoked or hostile to something they find abhorrent, in which case they will incapacitate anyone who attempts to attack them. A few Travelers are willing to work alongside others.

Travelers' services, on the other hand, are invaluable due to their protection among wanderers and/or information trading if they ever arrive. They are aware, however, that they will use this for other wanderers, but they are not interested in bartering or monetary reasons.

### Groups

Most groups view these entities favorably due they have been known to save the lives of many wanderers as a result of them, giving the impression that they are relatively harmless entities. Most organizations would eagerly contact them if they were assigned to dangerous tasks.

#### Major Exploration Group

M.E.G. is more interested in these entities' collective knowledge, history, and possible upbringings, but the Travelers only share a limited amount of information since they would rather stay private. In certain circumstances, these entities may willingly provide information to the M.E.G. agents, such as identifying new clusters of levels (often deadly) and artifacts, in exchange for their services in advance.

#### Backroom Colonists

Travelers are frequently seen visiting some of this group's colonies, presumably for some reason related to services or simply passing through in search of a moment of respite or exploration. Regardless, the colonists enjoy these visits, and if the colonies are ever attacked, they will defend them on a regular basis and assist them whenever they are needed.

As a result, both colonists and wanderers are friendly toward the Travelers, spreading stories and rumors about them and gaining favorable reputations in the Backrooms.

The Backroom Colonists were one of the groups who employed these entities on a regular basis.

#### Backrooms Interventional Red Cross

Both groups had a common interest in providing care to wanderers. Travelers are willing to assist them whenever the Red Cross finds it difficult to accomplish or when in their high-risk assignments, and these groups have known to work together since.

A: Is there any reason why you should assist us?

A: Is there any reason why you should assist us?

### Entities

Travelers have varying degrees of interest in encountering entities. However, if provoked, they will engage in combat or protect other wanderers from danger.

Travelers may interact with the entities for research purposes, and some, whether dead or alive, may be captured and taken to their Gate as research samples. Interestingly enough, most of the entities that we documented do not have much of these, in their clusters.

#### The Court

Despite the Court's years of living in their Gate and knowledge of its history, the Travelers know nothing about these entities only the information regarding them but



they know Traveler to some extent, some of their opinions toward the Travelers are varied as some may be neutral or some are hostile to them due to the Travelers being retrieving their artifacts back to their base.

Archeological reports on some parts of the Hallowed Gate reveal murals referencing the Travelers or Predecessors to be exact, they are there to investigate reality, and it is implied that reality is the Backrooms before it became what it is now.

### The Paragons

Most wanderers who have encountered these entities before are wary of meeting a Traveler due to their striking resemblance. They are easily distinguished by their height differences and the Travelers' golden spine on the dorsal side of their bodies. Travelers are far deadlier than their larger counterparts however as they have greater reality-warping abilities.

A: What can you do about those imposters?

A: What can you do about those imposters?

## Other

### Hallowed Gate

They explicitly said that there are more Gates not only scattered throughout the Backrooms but in other realities, implying that the Travelers have been exploring every reality and that their Gates have happened to be here in the Backrooms as well. Each Gate serves a purpose, but the Backrooms' Gates are mostly for research.

Since the Predecessors were architects of the Gate, the Travelers have extensive knowledge of it. The Gates are abandoned and empty here in the Backrooms, and some of them have been designated as derelicts, Gates that have fallen into disrepair without the maintenance of the Predecessors or the Travelers, though there are the Courts and the Paragons as they live primarily in the Throne Room and that specific Gate.

Some of the Predecessors' creations, such as the **Void Cells** and the **Constructs**, are still guarding some abandoned Gates, regardless of their state.

The Travelers did mention that once reclaimed, they would bring some of these Gates back and possibly renovate them, though only a few of them would be fully operational. Interestingly, they do not appear to acknowledge the existence of that specific Gate and the **Level Alpha-Omega** until now, with the exception of one of their members. (See Individual of Interest: I-Sierra-001-A for more details)

A: What are you looking for in those Gates?

A: What are you looking for in those Gates?

### I.A.M.

Despite being an A.I., they confirmed that they were once tools for both the Marauders and the Travelers during their time, often assisting them through various means. They regard them as companions.

A: By the way, do you know the I.A.M.?

A: Do you know what the I.A.M. is?

## Backrooms

They called it Chimera, and their scope on this reality is vast, so their labeling of levels is much more complicated than ours, to the point where they have coordinates to where the levels and clusters are, whereas the levels that we have discovered are only a small portion of it.

The best example is that the objects we have discovered are localized, which means

that Travelers have no idea what objects we have discovered, such as **Almond Water**, in their cluster, implying that the clusters they are in may be scarce or simply absent, and it is farther than we thought, implying that these Travelers are also traveling far and may discover several levels before us.

A: Doc, what do you know about the Backrooms?

A: Doc, what do you know about the Backrooms?

## Predecessors

Predecessors and Travelers are the same race, they became extinct for an unknown number of years due to the Festering, cataclysmic pandemic. Predecessors are older generations who were unable to contain the cosmic cataclysm that led to their demise. They are pacifists who, like the Travelers, despise all forms of violence and conflict and are vehemently opposed to causing it.

They are known to be prosperous nomads who value developing technologies and science as an art form, for which they created several artifacts. They are also the builders of several ancient Gates that can be found throughout various realities, including the Backrooms, which are one of the Travelers' primary objectives.

Though they still hold their ancestors' pacifistic beliefs, they see them as a valuable lesson from their failures, for which they have changed their ways thanks to the Marauders' intervention.

A: You use the word "Predecessors" a lot. Who are they?

A: You use the word "Predecessors" a lot. Who are they?

## Marauders

Travelers refer to the Marauders as "Sleepers," but they were previously known as the "Soldiers."

Despite their significant differences, the Travelers and the Marauders are both formidable opponents. Though the Marauders' lack of reality-warping abilities compensates for their superior combat experience and full utilization of their technology, the Travelers have the advantage of possessing powerful reality-warping abilities as well as immunity to their anomalous gaze.

Interestingly, whenever a Traveler fought them, they seemed to hesitate, especially when they were about to kill them. And as for the Marauders, they go against of killing them suggesting they are still conscious and are resisting its control as one Traveler cited that he has been sparrred by it demanding the Traveler to flee until it forced itself to self-destruct.

It was discovered Travelers and Marauders were once allies. (See Addendum M-04 A)

A: Who are the Marauders exactly? Why did you called them Soldiers?

A: Who are the Marauders exactly? Why did you call them Soldiers?

## Encounter

It would be unwise to confront Travelers due to their highly skilled combat skills coupled with their immense reality-warping abilities, however, they prefer not to engage them lethally as much as possible and will attempt to subdue rather than kill their aggressors. Nonetheless, they are willing to work with other wanderers, so the likelihood of an incident occurring is slim to none.

However, when employing a Travelers, the wanderer must be aware that they judge a person's virtue and morals, and providing them with anything, whether material or monetary, will be regarded as a bribe, and they will refuse to work with that wanderer.

## Discovery

They were the first to be seen and recorded, long before the Hallowed Gate was discovered. A wanderer who entered **Level 1** and traveled in undiscovered and darker parts of the level heard a slashing sound and went to investigate until they saw a man wearing a white suit with golden pieces and holding an exotic sword in his hands, killing entities as the wanderer described this entity's fighting style as "graceful" with ease.

An image of a Traveler taken, it is in into combat stance readying to defend a photographer.

They took a photograph of these and later released it to nearby colonies, which spread to the public after that, where some wanderers have known about these entities from before, then later a few of these entities appeared to some levels and some of them would later visit wanderers' colonies and outposts.

Later on, most wanderers would become acquainted with them and encounter these entities on occasion, since they are relatively harmless, they are welcomed to their settlements as wanderers rather than being treated as entities.

## Additional Information

### Addendum M-04 A

It has historical significance between rivaling groups, and according to Travelers and the I.A.M., they are a race of clones once a powerful military peacekeeping group, and much like the Travelers, they also strive to research and develop technology but they do this to engage this ancient cosmic threat that the Travelers know about, known as the Festering or Infected coined by the I.A.M. or the Marauders, the Marauders are the only group who are successfully fending off but between the Marauders and the Festering they are in a perpetual conflict leading large-scale destruction. Later on, they form an alliance against the common threat and eventually, they managed to eliminate it.

What happened to the Marauders after that event is unclear to them, but in their absence, the Travelers assumed their responsibilities as a peacekeeping force and even attempted to capture living Marauders in the hopes of studying them and eventually freeing them.

And also it suggests the Travelers that we encountered are the remaining Travelers who are not yet experienced in the past event it may be likely that most of their race may either be killed or alive but somewhere else hence their fewer numbers and this also may imply that the Soldiers who are not yet turned into Marauders may be hidden elsewhere.

### Situation Report 02-A

In the face of the looming threat of Marauder incursions, the Travelers are willing to assist us whenever we need them and to the best of their abilities, however, they are doubtful that they will be able to drive out the Marauders and the enslaved army and that the situation will only worsen given that they have few members due to the previous incident, instead, they advise us to be cautious and avoid contact with the Marauders as much as possible.

## Individual of Interest: И-Sierra-001-A

There is a Travelers' member known as the "Elder," also known as "Doc" by many wanderers. He is a Martyr variant who is known for treating several injured wanderers and assisting other settlements whenever possible, gaining a reputation among many wanderers and providing a positive viewpoint of Travelers.

He is also a mysterious figure to his own kind, as few Travelers who knew him for a long time believed that he might be a surviving Predecessor due to the fact that he is very knowledgeable about the Gates and the history behind them, more knowledgeable than any Traveler they can think of. Many agents from various groups will try to interview Doc out of curiosity, but he will refuse to open up about his background for personal reasons. What is more particular about him is that he is not concerned with himself due to his identity, but with everyone who is involved with him.

### Footnotes

1. ↑ As opposed to the Marauders' destructive methods of claiming a level.
2. ↑ Possibly a form of telepathy, as many people from different nations can understand them very well.
3. ↑ For example; a Traveler called "Θ-456-A."
4. ↑ Though the way of opening rifts are very specific for Travelers in relative to their position, still, it is unknown of how they able to identify where they need to go.
5. ↑ As it violates their humanitarian code, as well as their benevolent beliefs, particularly in these specific variants.

Γ-Echo-036-Z: Elder. Elder, please respond.

Γ-Echo-036-Z: Elder. Elder, please respond.

И-Sierra-001-A: What is it, Enzaio?

Γ-Echo-036-Z: I see a Sleeper's broken helmet in my current sector, and it appears that there was a battle over here. I've never seen such destruction.

И-Sierra-001-A: Who is he up against?

Γ-Echo-036-Z: Another Sleeper. My assumption was correct. I'm going after them.

И-Sierra-001-A: You have entered Sleepers' territories, going further to them is dangerous.

Γ-Echo-036-Z: We just let the Sleepers hunt them down and do nothing? I'm going there.

И-Sierra-001-A: I understand you are grieving for your former team members, but you must think carefully. They will kill you in their place, and I will not risk losing any more good men to the Sleepers.

Γ-Echo-036-Z: But this is our chance to set them free, I'll find them and figure out why, you can't stop me, Elder.

И-Sierra-001-A: If you insist... Then go if you must... May the star lead you down a safer path on your journey.

Γ-Echo-036-Z: You too, Elder.

T-Hotel-831-G: Castle here.

И-Sierra-001-A: Anything to report?

T-Hotel-831-G: I recently discovered a derelict, Terminus Aimmien, another observation palace. Getting some pushback from those phony Facsimiles... again.

И-Sierra-001-A: Is there anything unusual about that derelict?

T-Hotel-831-G: Yeah but you won't like it.

И-Sierra-001-A: Enlighten me.

T-Hotel-831-G: I was able to bring it back online and redirect it to its Vast Eye, but when I look at it... I just saw a Terminus in the Chimera destroyed. Do you think it's the Sleepers' doing?

И-Sierra-001-A: I am afraid that is what caused this strange anomaly.

T-Hotel-831-G: Someone didn't seem to want to know what happened here. I'm gonna go and meet with the others, might as well warn them about this. Where's Enzaio now?

И-Sierra-001-A: He went to find that Sleeper on his own.

T-Hotel-831-G: Is he mad? He's going into their territory.

И-Sierra-001-A: He believed A Sleeper have broken free from their control because of that machine.

T-Hotel-831-G: You believed that?

И-Sierra-001-A: I have faith in him. I pray Enzaio returns unharmed.

T-Hotel-831-G: Stubborn as always. Well, meet me back at the Os'ha frontier, Doc.

И-Sierra-001-A: Now you just call me what the wanderers gave this name to me.

T-Hotel-831-G: Well, it suits you. Anyway, I'll be joining other teams that have just arrived. Castle out.

Ell'ores:

It must have been your doing again, brother. And now you lead a being to the ruination of their broken world they called home.

It has been eternal after that plague had stopped yet your grief and your hate still burn for those who have wronged our kind.

It has to end Eirhas... Stop this mad quest for vengeance.

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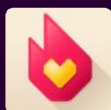
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